

## Advanced Interdiction

Terrain	Interdiction Value							
	Marsh/Flat	1, 2	3, 4	5, 6				
	Rough/Flat Woods/ Rough Woods		1, 2	3, 4	5, 6			
	Highland/ Highland Woods			1	2, 3	4, 5	6	
	Mountain				1	2, 3	4, 5	6
Die Roll	−2	1	1	2	2	2	2	2
	−1	1	1	1	2	2	2	2
	0	1	1	1	1	2	2	2
	1	−	1	1	1	1	2	2
	2	−	1	1	1	1	1	2
	3	−	−	1	1	1	1	1
	4	−	−	−	1	1	1	1
	5	−	−	−	−	1	1	1
	6	−	−	−	−	−	1	1
	≥ 7	−	−	−	−	−	−	−

### DRMs:

+/- Pilot skill  
+? SAM/AAA Result  
+2 if Unit was attacked by Interceptors  
+3 if Stand-off Weapons used  
−1 Attack Helicopter

### Results:

2 Hex receives an “Interdiction Strike 2” marker  
1 Hex receives an “Interdiction Strike 1” marker

## Repair

Supply Points	SAM	AAA	Det.	Airbase/ Airfield/Port
1	−	1	−	−
2	1	2	1	Flip Destroyed to Strike 2

Spend Supply Points (up to 4 on Air Defense Tracks).

## Collateral Damage

Die Roll	Strike vs. Airfield			Strike vs. Airbase			vs. Attack Helos		
	1	2	X	1	2	X	1	2	X
0	Air	Air*	Air*	Air, Am Pt	Air*, Air, Am Pt	Air*, Air, Am Pt	Step	Elim	Elim
1	Air	Air	Air*	Air, Am Pt	Air*, Air, Am Pt	Air*, Air, Am Pt	Step	Step	Elim
2	Am Pt	Air	Air	Air	Air, Am Pt	Air*, Air, Am Pt	−	Step	Step
3	−	Am Pt	Air	Air	Air	Air, Am Pt	−	−	Step
4	−	−	Am Pt	−	Air	Air	−	−	−
5	−	−	Am Pt	−	−	Air	−	−	−
6	−	−	−	−	−	Air	−	−	−
≥ 7	−	−	−	−	−	−	−	−	−

### Results:

**Air:** Owning player chooses one step loss from an air unit. (DPRK or ROK only)  
**Air\*:** Enemy player chooses one step loss from an opponent’s air unit (DPRK or ROK only)  
**Am Pt:** One of the attacked side’s Airmobile Points is permanently Destroyed.

### Results vs. Attack Helicopters

**Step:** The attack helicopter loses one step  
**Elim:** The Attack helicopter is eliminated  
Note that a die roll is made vs. *each* attack helicopter *per* strike result at the damaged/destroyed Airbase/Airfield.

**Note:** Some results (vs. Airbases) are multiple. These are *cumulative*. Thus, a die roll of “0” for Strike Result of “X” vs. an Airbase results in *two* steps of air units (one step chosen by each player) *and* on Airmobile Point permanently lost.

## Electronic Detection

Die Roll	Rolling Side		
	DPRK	PRC	US/ROK*
≤ 2	D	D	D
3	−	D	D
4	−	−	D
≥ 5	−	−	−

### DRM:

−1: if AWACS Advantage “3” or “4”.

### Result:

D: HQ is detected. Place a “Detected” marker on the HQ.

### Clear Weather:

US/ROK: 5 attempts  
DPRK: 2 attempts  
PRC: 2 attempts (requires ground forces)  
JPN: 1 attempt (requires ground forces)

### Non-Clear Weather:

US/ROK: 3 attempts

### \* Note:

ROK-only scenario: 2 attempts allowed

## Automatic Victory

Die Roll	Number of Times Rolled			
	1	2-3	4-5	≥ 6
0	Victory	Victory	Victory	Victory
1	−	Victory	Victory	Victory
2-3	−	Victory	Victory	Victory
4	−	−	Victory	Victory
5	−	−	−	Victory
≥ 6	−	−	−	−

## Emergency Supply

	Ground Unit	HQ
≤ 2	Supply	Supply
3-5	Supply	−
≥ 6	−	−

### Result:

**Supply:** Unit/HQ is resupplied. Remove Out of Supply marker.

**Important:** Only one resupply attempt PER unit/HQ is allowed during each Emergency Resupply Phase.

*This is the “Living” document for the game. Changes from the original are indicated in blue text.*



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Living

# Advanced Game Tables

## Special Operations Forces CRT



NEXT WAR:  
KOREA

Terrain		RAID								Detection Track	RECON							Targeting
	Flat/ Rough/ Marsh	HQ/ Supply Depot	Installation	Airfield	MSU									HQ	Supply Depot	MSU/ Ground Unit		
	Flat Wds/ Rough Woods	Inter-diction	HQ/ Supply Depot	Installation	Airfield	MSU							HQ	Supply Depot	MSU/ Ground Unit			
	Highland/ Highland Woods		Inter-diction	HQ/ Supply Depot	Installation	Airfield	MSU				HQ	Supply Depot	MSU/ Ground Unit					
	Mtn./ Urban			Inter-diction (Mt. only)	HQ/ Supply Depot	Installation	Airfield	MSU	HQ		Supply Depot	MSU/ Ground Unit						
Die Roll	0	1	2	2	X	X	X	X	−2	D	D	D	D	D	D	T		
	1	1	1	2	2	X	X	X	−1	D	D	D	D	D	D	T		
	2	−	1	1	2	2	X	X	−1	−	D	D	D	D	D	T		
	3	−	−	1	1	2	2	X	−1	−	−	D	D	D	D	T		
	4	−	−	−	1	1	2	2	−	−	−	−	D	D	D	T		
	5	−	−	−	−	1	1	2	−	−	−	−	−	D	D	−		
	6	−	−	−	−	−	1	1	−	−	−	−	−	−	D	−		
	7	−	−	−	−	−	−	1	−	−	−	−	−	−	−	−		
	≥ 8	−	−	−	−	−	−	−	−	−	−	−	−	−	−	−		

### Raid DRMs: (if target hex occupied)

+2 if occupied by at least 1 brigade  
+1 if occupied, but by less than 1 brigade (HQ count as less than a brigade when alone)

### Results:

X: Unit step loss, Installation Destroyed, or Strike 2 vs. hex (Interdiction)  
2: Place Strike 2 marker on Unit, Installation, or hex  
1: Place Strike 1 marker on Unit, Installation, or hex  
D: Target is Detected. Place Detection marker  
T: Targeted. “−1” if DPRK/PRC; “−2” if US/CW/JPN/ROK mission

## Lt. Inf. Infiltration

DRM	Light Infantry is infiltrating...
−2	Mountain, Highland, or Highland Woods
− 1	In Overcast or Storm
+2	Flat or Rough
+1	Fortification

## Special Operations Forces Survival

Die Roll	Result
≤ 6	−
≥ 7	Eliminate

### DRMs:

US/CW: −3  
ROK: −1  
Raid: +1  
Interdiction: +1  
Strategic Surprise (DPRK GT 1 only): −3  
Tactical Surprise (DPRK GT 1 only): −2



## International Posture Matrix Tables



“Faction”	Dove (-1)	Moderate (0)	Hawk (+1)
Administration	≤ 4	5-6	≥ 6
Military	≤ 2	3-4	≥ 5
Popular Vote	≤ 5	6	≥ 7

Posture Sum	Posture
− 2	Passive
− 1 to +1	Moderate
+2	Aggressive

Scenario	National Posture		
	Passive	Moderate	Aggressive
Strategic Surprise	Resolution + 3 PRC: Supplies JPN: None	Resolution + 2 PRC: Supplies + Special Forces JPN: Special Forces	Resolution + 1 PRC: Supplies + SF + Aerial JPN: SF + Aerial
Tactical Surprise	Resolution + 2 PRC: Supplies + Special Forces JPN: None	Resolution + 2 PRC: Supplies + Special Forces JPN: Special Forces	Resolution + 0 PRC: Full JPN: Special Forces + Aerial
Extended Buildup	Resolution +1 PRC: Supplies + SF + Aerial JPN: Special Forces	Resolution +0 PRC: Full JPN: Special Forces + Aerial	Resolution +0 PRC: Full JPN: Full

Advanced Air Defense Fire

Die Roll	SAM 1	SAM 2	SAM 3	Local SAM 4-5	SAM 6-7	SAM 8	SAM 9	SAM 10	AAA 1	Local AAA 2	AAA 3	Die Roll
≤ 0	A	A	A	X	X	X	X	X	+2	A	X	≤ 0
1	+1	+2	A	A	A	X	X	X	+1	+2	A	1
2	+1	+1	+2	A	A	A	A	X	+1	+2	A	2
3	–	+1	+1	+2	+2	A	A	A	–	+1	+2	3
4	–	–	+1	+1	+2	+2	A	A	–	+1	+2	4
5	–	–	–	+1	+1	+2	+2	A	–	–	+1	5
6	–	–	–	–	+1	+1	+2	+2	–	–	+1	6
7	–	–	–	–	–	+1	+1	+2	–	–	–	7
8	–	–	–	–	–	–	+1	+1	–	–	–	8
9	–	–	–	–	–	–	–	+1	–	–	–	9
≥ 10	–	–	–	–	–	–	–	–	–	–	–	–

**DRMs for SAM Fire:**  
+2 per Wild Weasel unit that is part of Strike  
+3 vs. Stealth Unit  
–1 if target/landing hex is within 2 hexes of an enemy HQ  
–1 vs. Attack Helicopter which flew over enemy units (not including target hex)

**DRMs for AAA Fire:**  
–1 vs. Attack Helicopter  
–2 vs Transport Mission (Airmobile, Air Transport, Paradrop)  
+3 vs Stealth Unit

**Weather DRMs:**  
**SAM:**  
+1 Overcast  
+3 Storm  
**AAA:**  
+2 Overcast  
+4 Storm

**Results:**  
**...vs Air/Helicopter Units**  
X: Air unit/attack helicopter loses one step and may continue mission.  
A: Air unit/attack helicopter aborts mission. Owning player may attempt to “press” on with mission. Roll one die: “0-4” step loss, “5-9” +2 on mission.  
+1, +2: Air unit/helicopter must add the number as DRM to the ensuing Strike (for Combat Support, this # is subtracted from unit’s CS Rating)

**...vs Transport Mission (Airmobile/Air Transport/Paradrop)**  
X: The transported unit takes a step loss AND (if an Airmobile Point is providing transport) one Airmobile Point is permanently lost.  
A: The aborted unit is returned to its starting hex. Aborted Airmobile Points are considered used.  
+1, +2: Treat as Aborts.

Advanced Air Combat

Die Roll	Air Combat Differential (Attacker - Target)								
	+4	+3	+2	+1	0	–1	–2	–3	–4
≤ –2	X	X	X	X	X	X	DA	DA	A
–1	X	X	X	X	X	DA	DA	A	Ad/D
0	X	X	X	X	DA	DA	A	Ad/D	–
1	X	X	X	DA	DA	A	Ad/D	Ad/D	–
2	X	X	DA	DA	A	A	Ad/D	–	–
3	X	DA	DA	A	A	Ad/D	–	–	–
4	DA	DA	A	A	Ad/D	Ad/D	–	–	–
5	DA	A	A	Ad/D	Ad/D	–	–	–	–
6	A	A	Ad/D	Ad/D	–	–	–	–	–
7	A	Ad/D	Ad/D	–	–	–	–	–	–
8	Ad/D	Ad/D	–	–	–	–	–	–	–
9	Ad/D	–	–	–	–	–	–	–	–
≥ 10	–	–	–	–	–	–	–	–	–

**Dogfight DRMs:**  
+/- Pilot skill  
–1 Attack vs. () Bomber  
+2 Strike Aircraft firing  
–1 USAF F-15 w/ F-22 support  
+1 Overcast  
+3 Storm

**Stand-Off DRMs:**  
+1 DPRK/PRC Stand-off attack  
–1 Attack vs. () Bomber  
+2 Strike Aircraft firing  
–1 US F-15 with F-22 support  
+3 Storm

**Long Range DRMs:**  
+3 Storm

**Results vs. Transports/Paradrops:**  
X: Target is destroyed (All Steps)  
DA: Target is Damaged (one Step Loss) and Aborted (return to starting hex)  
D: Target is Damaged (one Step Loss) but continues mission  
A: Target is Aborted (return to starting hex)  
Ad: Treat as either “D” or “A” (moving player’s choice)  
–: No effect

**Results vs Air Units:**  
X: Target is destroyed (All Steps)  
DA: Target is Damaged (one Step loss) and Aborted. Return to “Abort” box of basing country/carrier.  
D: Target is Damaged (one Step loss)  
A: Target is Aborted. Return to “Abort” box of basing country/carrier.  
Ad: Applies instead of “D” result during Long-range and Stand-off attacks. This result gives the firing unit Advantage (first shot) in the ensuing Stand-off or Dogfight combat. Rotate the defender 180 degrees (i.e., tail to the enemy aircraft).  
–: No effect

**Reminder:** Stealth aircraft can’t be engaged by Long Range or Stand-off fire.

Advanced Strike

Terrain	Marsh/ Flat	Strike Value								
			1	2 Sup HQ Helo 1	3 Other HQ	4 US HQ Helo 2	5	6	Scud	Cruise
	Rough/ Rough Wds/ Flat Woods	1	2 Sup HQ Helo 1	3 Other HQ	4 US HQ Helo 2	5	6		Scud	Cruise
	Highland/ Highland Woods	1	2 Sup HQ Helo 1	3 Other HQ	4 US HQ Helo 2	5	6		Scud	Cruise
	Mountain	2 Sup HQ	3 Other HQ	4 US HQ Helo 2	5	6		Scud	Cruise	
	Urban	2 Sup HQ	3 Other HQ	4 US HQ Helo 2	5	6		Scud	Cruise	
	Air Defense Tracks Hardened Target†	2	3	4	5	6	Wild Weasel			
Die Roll		3	4	Scud	5 Cruise	6				
	≤ –2	1	1	2	2	X	X	X	X	X
	–1	1	1	1	2	X	X	X	X	X
	0	1	1	1	1	2	X	X	X	X
	1	–	1	1	1	2	2	X	X	X
	2	–	1	1	1	1	2	2	X	2
	3	–	–	1	1	1	1	2	2	2
	4	–	–	–	1	1	1	1	2	1
	5	–	–	–	–	1	1	1	1	1
	6	–	–	–	–	–	–	1	1	1
	7	–	–	–	–	–	–	–	–	1
	≥ 8	–	–	–	–	–	–	–	–	–

**DRMs:**  
+/- Pilot Skill  
–2 Target hex is overstacked  
+? SAM/AAA Result  
+2 If Unit was attacked by Interceptors  
–1/–2 vs. “Targeted –1/–2” Unit/Installation  
+3 Stand-off Air vs. “Leg” Unit  
+1 If Striking HQ is reduced-strength  
+3 vs. Enemy AAA Track  
+2 For all AIR strikes in Overcast weather  
+3 For all AIR strikes in Storm weather  
+3 HQ Strike during Storm turn  
+2 PRC Cruise Missile Strike  
+2 SCUD-Busting Strike Mission  
+1 AH-1Z Wild Weasel Strike [Optional]

**† Hardened Targets are:**  
1. All Installations in North Korea except Ports  
2. All Supply Depots  
3. DPRK GHQ and Allied JFC HQ

**Results:**  
X: Installation is Destroyed  
Air Defense Track –3  
Unit loses a step  
2: Installation/Unit takes Strike 2 marker  
Air Defense Track –2  
1: Installation/Unit takes Strike 1 marker  
Air Defense Track –1

Advanced Detection

Die Roll	Detection										
	1	2	3	4	5	6	7	8	9	10	Local
≤ 0	D	D	ED	ED	ED	ED	ED	ED	ED	ED	D
1	D	D	D	ED	ED	ED	ED	ED	ED	ED	D
2	–	D	D	D	D	ED	ED	ED	ED	ED	D
3	–	–	D	D	D	D	D	ED	ED	ED	–
4	–	–	–	D	D	D	D	D	D	ED	–
5	–	–	–	–	D	D	D	D	D	D	–
6	–	–	–	–	–	D	D	D	D	D	–
7	–	–	–	–	–	–	D	D	D	D	–
8	–	–	–	–	–	–	–	–	D	D	–
≥ 9	–	–	–	–	–	–	–	–	–	–	–

**Raid DRMs:**  
+5: vs Mission composed solely of “Stealth” units  
+1: per Wild Weasel unit included in mission  
+1: vs Transport/Paradrop Mission  
+1: Weather is Overcast  
+3: Weather is Storm  
–1: Target/Landing hex is within 2 hexes of enemy HQ  
–1: Attack Helicopter/Airmobile Movement passed through enemy occupied hex

**Additional DRMs for Allied Detection Attempts only:**  
–3: if US AWACs Advantage is “4”  
–2: if US AWACs Advantage is “3”  
–1: if US AWACs Advantage is “2”

**Results:**  
ED: Early Detection. Mission may be attacked by Interceptors and SAMs  
D: Detection. Mission may be attacked by SAMs  
–: No Detection

**Note:**  
All Transport Missions and non-Standoff Strike missions undergo AAA fire. If Detected, the AAA occurs before the mission is resolved, otherwise it occurs after the mission. AAA fired after a Transport mission only has an affect on Airmobile Points and only if an “X” result is achieved.